ZAIRTAIL

Tiny Reptiles With Sharp Teeth

Habitat: Cave, Desert, Plains, Urban; **Treasure:** None

Zairtails are small lizards, roughly the size of a human's fist not including their tail. They live in large groups and have adapted to life in many different regions of the world. There are four different varieties known to exist, though there may be other adaptations which are undiscovered as of yet.

These creatures have a vague resemblance to dragons, which is no mere coincidence. While the two could hardly be further apart, there was a time when the evolutionary path of the primordial zairtails was not so distant from the draconic. This sometimes results in spells meant to detect specific types of creatures registering the presence of dragons when a zairtail is near.

Zairtails are fairly insightful, as far as beasts go, and take easily to training. They are often used in a fashion similar to messenger pigeons, though cutters in particular, are sometimes trained by assassins to aid in their gruesome line of work.

ZAIRTAIL BONEBREAKERS

Bonebreakers are often a soft shade of grey or white, though occasionally they can be born with vibrant and colourful patterns spanning the entire spectrum. The largest of the zairtail species. While still considered relatively small creatures, they can reach

the size of an adult halfling and they have massive jaws to boot. They are infamous for their locking jaws which they use to sink their inwardly curved teeth deep into the flesh of their prey before dragging them off to feed.

ZAIRTAIL CUTTERS

Zairtail cutters, by far the most elusive of their kind, are seldom seen for long. Using their elongated talons, they dart in and out of battle to destroy their prey with countless slashing wounds. Their black and purple hides make them especially difficult to spot before it's too late.

ZAIRTAIL FIRETONGUES

Firetongues are a cascading shade of hot orange, deep crimson, and burning red. They are scalding hot to the touch and often use their natural heat as a deterrent to potential predators. Their natural generation of heat allows these creatures to exist all over the world, including frigid climates. Their skins are prized as useful reagents for many fiery alchemical concoctions and can even serve as both fuel and ignition for a torch in a pinch.

ZAIRTAIL GAZERS

Gazers are a deep blue colour and have large adhesive pads on the end of their toes which allow them to cling to ceilings and other vertical surfaces with ease. Their bulging yellow eyes serve not only to increase the creature’s awareness of its surroundings, but also as a hypnotic weapon to subdue potential predators and prey alike. Gazers are also notorious for their piercing calls which they use to communicate with other zairtails from great distances.

ZAIRTAIL SWARM

Zairtails are most often encountered in large groups. Within an established nest these groups can sometimes number in the thousands, though they typically don’t exceed one hundred individuals in the wilderness.

Swarms of zairtails frequently travel on the backs of massive creatures known as Scathebeasts. Their teeth are not strong enough to penetrate the hide of the scathebeasts, so the imposing creatures allow the zairtails to linger and catch flies. The scathebeasts also take advantage of the fact that if any other creatures present a threat, the zairtails will leap from its back and make quick work of most enemies.

Bonebreaker Swarms
Swarms of bonebreakers are exceedingly rare, but if you wish to use a swarm of bonebreaker zairtails, they have the same game statistics as the zairtail swarm, with the following changes, additional actions, and traits;

Huge Swarm of Small Beasts
Hit Points 85 (10d10 + 30)

CON 17 (+3)
STR 18 (+4)

CR 3 (750 XP; PB +2)

TRAITS
Crushing Jaws. When the zairtail ends its turn, any creature grappled by it takes 7 (2d6) Bludgeoning damage.

ACTIONS
Bites. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage and the target has the Grappled Condition (escape DC 15) from the swarm's many mouths, or 11 (2d6 + 4) Piercing damage and the target has the Grappled Condition (escape DC 13) from the swarm's many mouths if the swarm is Bloodied.

Zairtail Firetongue

Small Beast, Unaligned

AC 14 **Initiative** +4 (14)
Hit Points 13 (3d6 + 3)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 8	-1	-1	**DEX** 19	+4	+4	**CON** 13	+1	+3
INT 2	-4	-4	**WIS** 9	-1	+1	**CHA** 7	-2	-2

Skills Perception +1
Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages None
Challenge 1/4 (XP 50; PB +2)

Traits

Scalding Body. Whenever a creature hits the zairtail with a melee attack, the attacker takes 2 (1d4) Fire damage.

Actions

Bite. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Fire damage.

Burning Bile (Recharge 5-6). *Ranged Attack Roll:* +6 to hit, reach 10/30 ft. *Hit:* 7 (2d6) Fire damage.

Reactions

Skitter. *Trigger*: The zairtail takes damage from any source. *Response*: The zairtail takes the disengage action and moves up to half its speed.

Zairtail Gazer

Small Beast, Unaligned

AC 13 **Initiative** +3 (13)
Hit Points 13 (3d6 + 3)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 7	-2	-2	**DEX** 17	+3	+3	**CON** 11	+0	+0
INT 2	-4	-2	**WIS** 14	+2	+4	**CHA** 15	+2	+2

Skills Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages None
Challenge 1/2 (XP 100; PB +2)

Traits

Spider Climb. The zairtail can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 1 Piercing damage.

Disorienting Gaze (Recharge 5-6). *Wisdom Saving Throw*: DC 12, each creature of the zairtail's choosing in a 30-foot Cone. *Failure*: The creature is Stunned until the end of the zairtail's next turn.

Bonus Actions

Warning Call. All zairtails within 60 feet can take a reaction to move up to their speed.

Reactions

Skitter. *Trigger*: The zartail takes damage from any source. *Response*: The zairtail takes the disengage action and moves up to half its speed.

Zairtail Bonebreaker

Small Beast, Unaligned

AC 13 **Initiative** +1 (11)
Hit Points 39 (6d6 + 18)
Speed 30 ft., Climb 25 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+5	**DEX** 13	+1	+3	**CON** 17	+3	+5
INT 2	-4	-4	**WIS** 10	+0	+0	**CHA** 7	-2	-2

Skills Perception +1
Senses Darkvision 60 ft., Passive Perception 10
Languages None
Challenge 1 (XP 200; PB +2)

Traits

Lockjaw. When the zairtail causes a creature to have the Grappled condition, all attempts to escape are rolled with Disadvantage. If the zairtail is forced to move by a spell or effect, it does not end the Grappled condition if it is grappling a creature in its mouth, instead, the grappled creature moves with the zairtail.

Actions

Bite. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from the zairtail's mouth.

Bonus Actions

Vice. The zairtail deals 3 (1d6) damage to a creature with the Grappled condition from its mouth.

Zairtail Cutter

Small Beast, Unaligned

AC 15 **Initiative** +5 (15)
Hit Points 13 (3d6 + 3)
Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 8	-1	-1	**DEX** 20	+5	+5	**CON** 10	+0	+0
INT 2	-4	-4	**WIS** 15	+2	+4	**CHA** 8	-1	-1

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft., Passive Perception 14
Languages None
Challenge 1 (XP 200; PB +2)

Actions

Slicing Talons. *Melee Attack Roll:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage.

Slicing Charge (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each creature that was within 5 feet of the zairtail at any point during its current turn. *Failure:* 9 (1d8 + 5) Slashing damage. *Success:* Half damage.

Bonus Actions

Dash. The zairtail takes the Dash action.

Reactions

Skitter. *Trigger*: The zartail takes damage from any source. *Response*: The zairtail takes the disengage action and moves up to its speed.

Zairtail Swarm

Large Swarm of Small Beasts, Unaligned

AC 14 **Initiative** +4 (14)
Hit Points 44 (8d10 + 8)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 10	+0	+0	**DEX** 18	+4	+4	**CON** 13	+1	+1
INT 2	-4	-4	**WIS** 12	+1	+1	**CHA** 7	-2	-2

Skills Perception +3
Resistances Fire (firetongue only), Bludgeoning, Piercing, Slashing
Senses Darkvision 60 ft., Passive Perception 10
Languages None
Challenge 2 (XP 450; PB +2)

Traits

Burning Bites (Firetongue Only). The swarm deals an additional 10 (3d6) Fire damage when they hit with their bite attack.

Spider Climb (Gazer Only). The zairtail can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small zairtail. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Multiattack. The swarm attacks with its Bites and uses one of its other actions if available.

Bites. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 14 (4d4 + 4) Piercing damage, or 9 (2d4 + 4) Piercing damage if the swarm is Bloodied.

Burning Bile (Recharge 5-6) (Firetongue Only). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Disorienting Gaze (Recharge 5-6) (Gazer Only). *Wisdom Saving Throw*: DC 12, each creature of the zairtail's choosing in a 30-foot Emanation. *Failure*: The creature is Stunned until the end of the zairtail's next turn.

Slicing Storm (Recharge 5-6) (Cutter Only). *Dexterity Saving Throw:* DC 15, each creature that is sharing a space with the swarm. *Failure:* 22 (4d8 + 4) Slashing damage. *Success:* Half damage.

Bonus Actions

Dash (Cutter Only). The zairtail takes the Dash action.

Reactions

Skitter. *Trigger:* The swarm takes damage from any source. *Response:* The swarm takes the disengage action and moves up to half its speed.

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